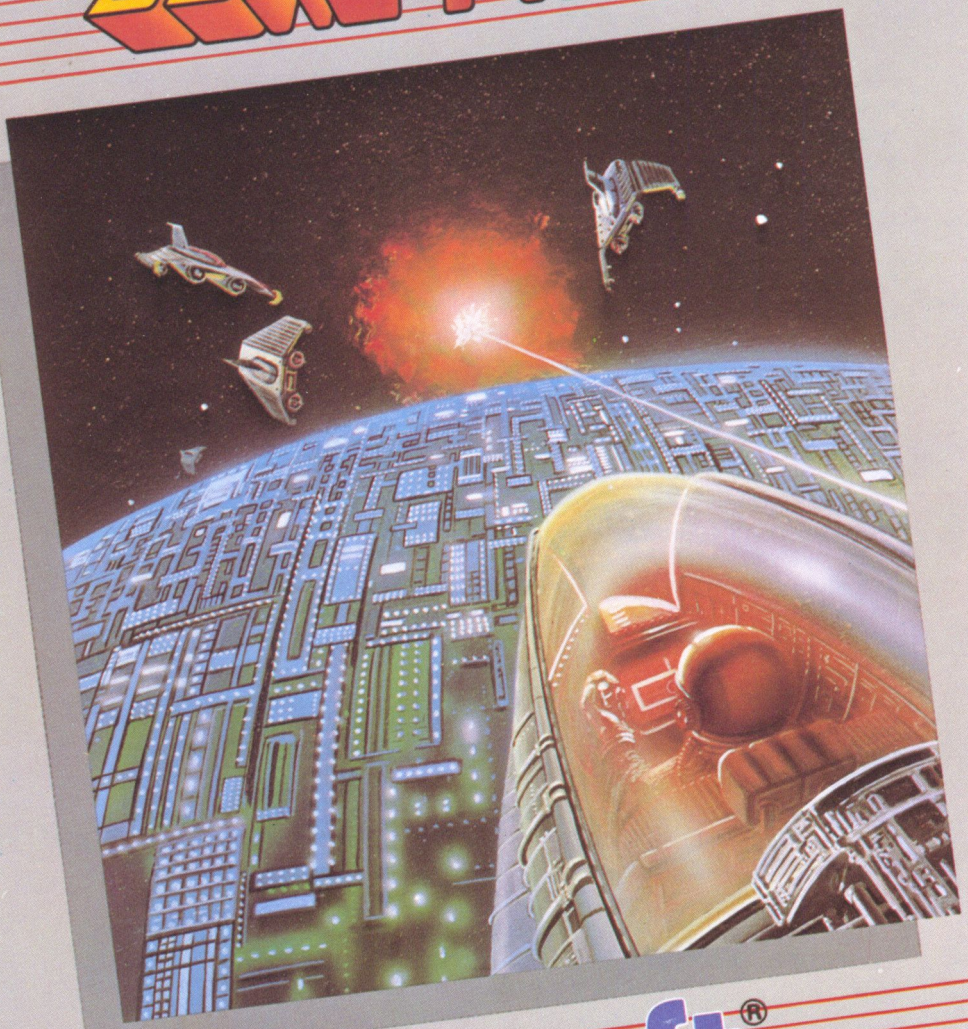
Konami's

JUNO FIRST™



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REQUIREMENTS

- Atari™ Home Computer with 32K RAM
- Compatible cassette player or disk drive
- TV set or video monitor
- Joystick(s)

GETTING STARTED

Turn off your computer and remove all cartridges. Connect a joystick to Port 1. For a two-player game, connect the second player's joystick to Port 2.

CASSETTE LOADING

1. Connect your tape player to the computer.
2. Turn on your monitor.
3. Insert the Juno First™ cassette into the tape player (remember to rewind tape if necessary) and press PLAY.
4. Hold down the START key (on computer) while you turn on the computer.
5. After you hear the buzzer, press RETURN.

DISKETTE LOADING

1. Connect your disk drive to the computer.
2. Turn on your monitor.
3. Turn on the drive and, after the drive busy light goes off, insert the Juno First diskette.
4. Turn on the computer.

The program will load and run automatically.

SELECTION SCREEN

NUMBER OF PLAYERS Press the OPTION key for a one-player or two-player game.

LEFT-HANDED JOYSTICK CONTROL A left-handed Player One can select left-handed joystick control by pressing L and giving the joystick a quarter turn clockwise. Player Two can do the same thing by pressing SHIFT L. To return to right-handed control, press R or SHIFT R.

START THE GAME by pressing the START key or joystick fire button.

DEMONSTRATION MODE

If no selection is made from the Selection Screen, the program enters a Demonstration Mode. To return to the Selection Screen from the Demo Mode, press SYSTEM RESET.

GAME CONTROLS AND INDICATORS

PUSH THE JOYSTICK forward to move your craft ahead, and pull it toward you to move the spacecraft backward. You can control the left, right, and diagonal course by moving the joystick.

WARP by pressing the SPACE BAR. (Warp is explained in the strategy section.)

PAUSE the game by pressing the ESC key.

RESUME PLAY by pressing the ESC key or joystick button.

RESTART GAME by pressing SYSTEM RESET.

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SCORES are indicated at the top left and right corners of the screen. A flashing arrow indicates which player is up in a two-player game. An R or L appears next to each score, showing whether that player's joystick is set for left- or right-handed control.

NUMBER OF SPACESHIPS in reserve is indicated next to the up arrow on the top line of the screen. You begin with four ships and you will receive an extra ship each 100,000 points.

WAVE NUMBER is displayed on the top line of the screen.

NUMBER OF WARPS in reserve is displayed on the second line of the screen. You have three warps per round.

TIME REMAINING is shown in seconds at the left end of the second line.

POINTS

REGULAR ROUND Win 150 or 300 points for every enemy destroyed. You get 10 points for shooting a smart bomb.

CHANCE TIME (Occurs during the regular round.) Score 800, 1600, or 3200 points for colliding with the astronaut Diskey, depending on the wave number. Then during the resulting Chance Time, for each enemy you shoot win 400, 800, 1000 . . . up to 3200 points, depending on the round number and the number of enemies previously destroyed in that Chance Time.

BONUS AT ROUND'S END Divide the seconds remaining on the clock by five and multiply the answer by your basic points (awarded for safely completing a round):

Completing 1st or 2nd round	= 100
Completing 3rd or 4th round	= 200
Completing 5th or 6th round	= 300
Completing 7th round or above	= 400

BONUS ROUND The third, sixth, eleventh, and fourteenth rounds are Bonus Rounds. Destroy the enemies that appear in one of these rounds for 500 points each. (You will not see Carriver and Diskey in the Bonus Rounds.)

EXTRA SHIP Every 100,000 points you receive an extra ship.

TOP SCORE SCREEN

At the end of a game, if you have one of the three highest scores for this session of play, the top score screen appears. To record your initials next to your score, move the joystick right or left to go through the alphabet forward or backward, respectively. When you reach the letter you want, release the joystick and press the fire button to go on to the next letter.

After three letters have been entered by three presses of the joystick button, you will return to game play.

CREDITS

Programming: Greg Hiscott
Computer Graphics: Joe Pearson

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STRATEGY

Watch the horizon and try to predict the courses of the oncoming aliens and UFO's. With each pass, the surviving enemies mutate and can behave differently during the next pass. Stay out of the paths of the enemies and their white bullets or meet your fate! Blast the aliens, UFO's, and smart bombs with your laser gun to protect your craft and to score points (10-500 per hit). When you eliminate all of the enemies (there are 25-32 in a round), you complete a round, and the point values increase in the next round. Bonus points are awarded at the end of each round.

The third, sixth, eleventh, and fourteenth rounds are Bonus Rounds. In each one, UFO's called "Pilla" and "Colp" travel in formations and begin shooting a short while after they appear. You are subject to defeat in the Bonus Round just as you are in the regular rounds.

Blow up the circular-shaped UFO "Carriver" and then collide with its astronaut "Diskey" to enter Chance Time, where the point values are larger (600-3200 points per enemy). Chance Time occurs during a regular round. A light gray screen indicates Chance, and Chance lasts six seconds.

"Zuckoy" are diamond-shaped smart bombs which appear from the vicinity of enemies and trace your ship. Your defenses against Zuckoy are your laser beam and your craft's backfire.

In order to escape danger, you can fly forward, backward, sideways, and at all four diagonals. When you are surrounded by aliens, UFO's, and enemy fire, use the warp button (SPACE BAR) to disappear until the danger is over. (You will materialize within moments.) You can use the warp button three times per round.

The faster you eliminate the enemies, the bigger your bonus will be at the end of the round. Each round is 99 seconds long. When time is up, you lose one spaceship and resume with 40 seconds on the next clock.

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